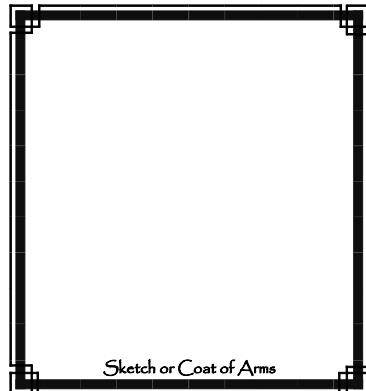
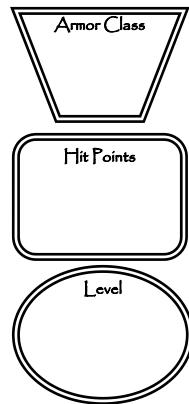


Player Name:				
Character Name:				
Class:		Alignment:		
Race:	Gender:	Height:	Weight:	Age:
Languages:				



Strength		Hit Prob:	Dam. Adj:	Bend Bars Lift Gates:	Wgt. Allow:	Open Doors:
Dexterity		Reaction / Missile Adjustment:		Defense Adjustment:		
Constitution		Hit Point Adjustment:		System Shock:	Resurrect Survival:	
Intelligence		Max Languages:		Know Spell:	Min. Spells:	Max. Spells:
Wisdom		Magical Attack Adjustment:		Spell Bonus:	Spell Failure:	
Charisma		Max Henchmen:		Loyalty Base:	Reaction Adjustment:	

Saving Throws	
Paralyzation, Poison, Death, Magic	<input type="checkbox"/>
Petrification, Polymorph	<input type="checkbox"/>
Rod, Staff, Wand	<input type="checkbox"/>
Breath Weapons	<input type="checkbox"/>
Spells	<input type="checkbox"/>

Melee & Missile Weapons		# of Attacks	Attack/Damage Adjustment	Missile Adjustment S M (-2) L (-3)	THAC $\phi$	Damage SM / L	Type	Size	Weight	Speed
			/	/ /		/				
			/	/ /		/				
			/	/ /		/				
			/	/ /		/				
			/	/ /		/				
			/	/ /		/				

Thief Skills	Pick Pockets	Open Locks	Find Rem Traps	Move Silently	Hide In Shadows	Hear Noise	Climb Walls	Read Languages
Base Score								
Racial Adj.								
Dexterity Adj.								
Overall Score								

Notes:

Experience Points		Next Level	
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To Hit Rolls	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10